

TREMIERE

Name:

Player:

Chronicle:

Nature:

Demeanor:

Concept:

Generation:

Sire:

Title:

Attributes

Physical

Strength _____ OOOOO
Dexterity _____ OOOOO
Stamina _____ OOOOO

Social

Charisma _____ OOOOO
Manipulation _____ OOOOO
Appearance _____ OOOOO

Mental

Perception _____ OOOOO
Intelligence _____ OOOOO
Wits _____ OOOOO

Abilities

Talents

Alertness _____ OOOOO
Athletics _____ OOOOO
Awareness _____ OOOOO
Brawl _____ OOOOO
Empathy _____ OOOOO
Expression _____ OOOOO
Intimidation _____ OOOOO
Leadership _____ OOOOO
Streetwise _____ OOOOO
Subterfuge _____ OOOOO

Skills

Animal Ken _____ OOOOO
Crafts _____ OOOOO
Drive _____ OOOOO
Etiquette _____ OOOOO
Firearms _____ OOOOO
Larceny _____ OOOOO
Melee _____ OOOOO
Performance _____ OOOOO
Stealth _____ OOOOO
Survival _____ OOOOO

Knowledges

Academics _____ OOOOO
Computer _____ OOOOO
Finance _____ OOOOO
Investigation _____ OOOOO
Law _____ OOOOO
Medicine _____ OOOOO
Occult _____ OOOOO
Politics _____ OOOOO
Science _____ OOOOO
Technology _____ OOOOO

Advantages

Disciplines

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

Backgrounds

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

Virtues

Conscience/Conviction _____ OOOOO
Self-Control/Instinct _____ OOOOO
Courage _____ OOOOO

Humanity/Path

_____ OOOOOOOOOO
Bearing: _____ ()

Willpower

_____ OOOOOOOOOO
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Blood Pool

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Blood Per Turn: _____

Health

Bruised ☐
Hurt - 1 ☐
Injured - 1 ☐
Wounded - 2 ☐
Mauled - 2 ☐
Crippled - 5 ☐
Incapacitated ☐

Weakness

Experience

Attributes: 7/5/3 • Abilities: 13/9/5 • Disciplines: 3 • Backgrounds: 5 • Virtues: 7 • Freebie Points: 15 (7/5/2/1)